

CREATIONS 138 - ENHANCEMENTS TO MAGIC

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SPELL TARGETING

When a spellcaster uses a ranged spell that affects an area with a burst or emanation or similar effect, he must select a corner on the target square. Roll a ranged touch attack (AC/Defense 5 – this is a spell targeting roll, not an attack roll, so critical hits do not apply). If successful, the spell targets a random corner of the target square.

If the attack roll misses, the spell scatters, like a grenade. Roll 1d8 to determine the direction of the scatter. The distance the spell travels is determined by the distance to the target area. Divide the distance to the target by 50 ft. Roll a corresponding die to determine the number of squares the spell travels.

WORLD MANA LEVEL

Different worlds have differing amounts of ambient magical energy. This magical energy is the Mana Level. The World Mana Level affects the use of magic on a planetary (or greater) scale.

The World Mana Level has a minimum rating of -10 (dead magic) and theoretically no upper limit, although +10 is a practical limit.

- **-10 – Impeded Magic X – Dead magic.** Spells, spell-like abilities, and supernatural abilities simply do not function at this WML.
- **-9 – Impeded Magic IX** – This is the WML for "real" Earth, and similar "realistic" Earth worlds.
- **-8 – Impeded Magic VIII**
- **-7 – Impeded Magic VII**
- **-6 – Impeded Magic VI**
- **-5 – Impeded Magic V** – This is the WML for worlds such as Earth when Robert E. Howard's most famous barbarian ruled.
- **-4 – Impeded Magic IV**
- **-3 – Impeded Magic III**
- **-2 – Impeded Magic II** – This is the WML for worlds such as Earth when ancient beings from beyond the stars dreamed and Earth where creatures with two forms battle against the forces of Night.
- **-1 – Impeded Magic I** – This is the WML for worlds such as Earth during and after Armageddon.
- **+0 – Normal** – This is the WML for worlds like *core SRD world*, and Earth during the Sixth Age. Spells, spell-like abilities, and

supernatural abilities function normally.

- **+1 – Enhanced Magic I** – This is the WML for worlds such as Earth during the Fourth Age.
- **+2 – Enhanced Magic II**
- **+3 – Enhanced Magic III** – This is the WML for worlds such as Earth in the future when the remnants of humanity battle each other and numerous creatures from multiple dimensions using magi and high technology, and the associated dimensions.
- **+4 – Enhanced Magic IV**
- **+5 – Enhanced Magic V**
- **+6 – Enhanced Magic VI**
- **+7 – Enhanced Magic VII**
- **+8 – Enhanced Magic VIII**
- **+9 – Enhanced Magic IX**
- **+10 – Enhanced Magic X**

EFFECTS – SPELLS/SPELL-LIKE/SUPERNATURAL ABILITIES

Impeded Magic: For effects based on caster level, subtract the WML from the character's caster level to determine the spell effects. For effects not based on caster level, reduce them by (WML x 10%). Increase casting times by a multiple equal to the Impeded Magic level. Fortitude and Will saves against spells receive a bonus equal to the Impeded Magic level.

For example, a 7th level mage on a WML -5 world is going to cast a *fly* spell. This will take him (1 x 5) 5 standard actions to cast (essentially 2 full-round actions and a standard action). The duration, which would normally be 7 minutes (1 minute/level) is 2 minutes (-5 caster level) and if a creature resists, he has a +5 bonus to his Will save.

Enhanced Magic: For effects based on caster level, add the WML to the caster's effective level. Fortitude and Will save DCs are increased by the WML.

Spells, spell-like abilities, and supernatural abilities cast in enhanced magic areas automatically have certain Metamagic feats applied to them with no additional cost in spell points or spell slots.

- **Enhanced Magic I:** Spells are automatically affected by Empower Spell.
- **Enhanced Magic II:** Spells are automatically affected by Empower Spell, and Enlarge Spell.
- **Enhanced Magic III:** Spells are automatically affected by Empower Spell, Enlarge Spell, and Widen Spell.
- **Enhanced Magic IV:** Spells are automatically affected by Empower Spell, Enlarge Spell, Extend Spell, and Widen Spell.
- **Enhanced Magic V:** Spells are automatically affected by Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, and Widen Spell.
- **Enhanced Magic VI:** Spells are automatically affected by Empower Spell, Enlarge Spell,

Extend Spell, Maximize Spell, and Widen Spell.

- **Enhanced Magic VII:** Spells are automatically affected by Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, and Widen Spell.
- **Enhanced Magic VIII:** Spells are automatically affected by Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell, and Widen Spell.
- **Enhanced Magic IX:** Spells are automatically affected by Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell (+1), Maximize Spell, Quicken Spell, and Widen Spell.
- **Enhanced Magic X:** Spells are automatically affected by Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell (+2), Maximize Spell, Quicken Spell, and Widen Spell.

For example, a 7th level spellcaster on a +3 WML world is casting a *fireball* spell. His effective caster level is 10th, so the range of the spell is (400 ft. + 400 ft.) 800 ft., and the spell is automatically Empowered, Enlarged, and Widened. This increases the range to 1,600 feet, the *fireball* affects a 40-ft. radius spread, and, assuming the character puts all available damage dice into the spell, it deals 15d6 points of damage.

EFFECTS – SPELLCASTERS

On worlds with Impeded Magic, spellcasters find their effective caster level reduced, as noted above. In addition, the number of spells they can use in a day is reduced. The caster level reduction applies when determining how many spell slots, or spell points the character receives. This also applies to caster level checks, such as required to penetrate spell resistance. On worlds with Enhanced Magic, the caster level increase provides a greater number of useable spells or spell points, and to caster level checks to penetrate spell resistance.

For example, on a -4 world, a 5th level Wizard has the spell complement of a 1st level Wizard (3 level-0 spells, 1st level spells, or 2 spell points).

However, on a +4 world, the 5th level Wizard would have the spell complement of a 9th level Wizard.

Note however, that the WML has no effect on the maximum spell level of spells that a character can use.

EFFECTS – SPELLCASTING

Impeded Magic: To cast a spell on a world with the Impeded Magic traits (-1 to -9), the spellcaster must roll a caster level check. The DC for this check is 20 + spell level + Impeded Magic Level. So, if a mage wants to cast *fireball* while on a WML-5 world, he must roll a caster level check with a DC of 20 + 3 + 5 = 28.

Enhanced Magic: Casting a spell on an Enhanced Magic world is the same as casting a spell on a +0 world, with the modifications to the spells as described above.

EFFECTS – MAGIC ITEMS

The effects of magic are based on the WML in which they are created. Taking items from one WML to another can alter the power of the item.

- **Armor and Shields:** For the basic bonus provided, apply the difference between the creation WML and the current WML to the bonus. For example, a +1 *heavy wooden shield* created on the Core SRD world (+0) is taken to a +3 WML world. So on the +3 WML world, the shield is in practice, a +4 *heavy wooden shield*. A +1 *heavy wooden shield* created on +3 WML world and taken to a -1 WML world would provide no magical bonuses. Other armor abilities function as described, unless they duplicate an effect that would be modified by caster level or the other rules concerning the WML. Items that provide skill bonuses apply the same modifier as the enhancement bonus x2.
- **Weapons:** Weapons are modified in the same manner as armor and shields.
- **Potions:** Potions simply provide spell effects, and are modified in the same manner as spells.
- **Rings:** Rings the duplicate spell effects are modified as per spells. Rings that provide skill bonuses are modified in the same way as armor and shields. Adjudicate other effects as necessary.
- **Rods:** Rods that act as weapons are modified as per weapons. Rods that duplicate spell effects are modified as per spells. Rods that provide skill bonuses are modified as per armor and shields. Adjudicate other effects as necessary.
- **Scrolls:** Scrolls simply provide spell effects, and are modified in the same manner as spells.
- **Staffs:** Staffs provide spell effects, and are modified in the same manner as spells.
- **Wands:** Wands provide spell effects, and are modified in the same manner as spells.
- **Wondrous Items:** Wondrous items can provide a wealth of abilities. Determine which effect described above is closest to the power of a wondrous item and modify as appropriate. For other effects, adjudicate as necessary.

Item Creation: The most significant effect of WML on magic items is in the creation process. In an Impeded setting, increases the experience point cost of an item by (Impeded Magic level x 10%). For example, in a -5 world, the experience point cost is increased by 50%. Magic items cannot be created in a -10 setting.

In Enhanced Magic settings, the experience point cost is reduced by (Enhanced Magic level x 10%). So on a +3 WML world, magic items cost 70% of the normal experience point cost. In a +10 setting, the cost is reduced by 95%. In worlds with a +11 or better, the reduction increases by one point to a maximum reduction of 99%.

Note that the caster level modification for WML applies to the caster level of magic items.

EFFECTS – CREATURES

The World Mana Level can have an effect on the following creature types – Constructs, Dragons, Elementals, Fey, Outsiders, and Undead. Apply the following to these creature types. All of these creature types have a base World Mana Level, based on the world in which they originated*. As with armor and shields, if the creature moves to a setting with a higher WML, it gains benefits, while a creature that moves to a lower WML suffers penalties.

Strength: The creature's Strength increases or decreases by double the WML difference.

Constitution: The creature's Constitution increases or decreases by the WML difference.

Hit Points: Multiply the WML difference by 5%, and multiply the creature's hit points by this amount after determining its new Constitution score.

Massive Damage: Add the WML difference x5 to the creature's Massive Damage Threshold.

Defense: The creature gains or loses a natural armor bonus equal to the WML difference.

Damage Reduction: The creature gains or loses damage reduction equal to the 2x the WML difference. If the creature does not normally have damage reduction and moves to a higher WML, it gains DR equal to 2x WML difference/magic.

Spell Resistance: The creature's SR increases or decreases by double the WML difference.

Spell-like/Supernatural Abilities: These are modified in the same manner as spells.

Challenge Rating: Figure on a case-by-case basis.

Level Adjustment: Figure on a case-by-case basis.

* In most cases, use the stats as if from a +0 world, then modify.

As an example, a ghoul from a +0 WML world:

Medium Undead

Hit Dice: 2d12 (13 hp)

(Mas: -)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class/Defense: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d6+1 plus paralysis)

Full Attack: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +0, Ref +2, Will +5

Abilities: Str 13⁺¹, Dex 15⁺², Con —, Int 13⁺¹, Wis 14⁺², Cha 12⁺¹

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7.

Feats: Multiattack.

Challenge Rating: 1.

Ghoul Fever (Su): Disease—bite, Fortitude DC

12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

If this ghoul finds himself transported to a +3 WML world, he will have the following statistics.

Medium Undead

Hit Dice: 2d12 (15 hp)

(Mas: -)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class/Defense: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +1/+5

Attack: Bite +5 melee (1d6+1 plus paralysis)

Full Attack: Bite +5 melee (1d6+1 plus paralysis) and 2 claws +3 melee (1d3 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis

Special Qualities: Damage reduction 6/magic, darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +0, Ref +2, Will +5

Abilities: Str 19⁺⁴, Dex 15⁺², Con —, Int 13⁺¹, Wis 14⁺², Cha 12⁺¹

Skills: Balance +6, Climb +8, Hide +6, Jump +5, Move Silently +6, Spot +7.

Feats: Multiattack.

Challenge Rating: 2.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d6 Con and 1d6 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

LINES OF POWER AND INTERSECTIONS

Ley lines (also leys, dragon lines, lines of power) are lines of magic and psychic energy that crisscross the Earth, and many other worlds. These lines of power can increase the power of spells, spell-like abilities,

and supernatural abilities, simply by being in proximity of the lines.

LEY LINE RATINGS

Ley lines vary in power, much as spellcasters do. Every ley line has a rating, ranging from 1 to 5. This rating acts as a bonus to a spellcaster's caster level, or to the effective caster level of a spell-like or supernatural ability. A character's proximity to a ley line affects the bonus he receives as detailed on the table below.

Distance	Effect
0 – 20 ft.	Listed ley line rating
21 – 100 ft.	Ley line rating -1
101 – 1,000 ft.	Ley line rating -2
1,001 – ½ mile	Ley line rating -3
½ mile – 1 mile	Ley line rating -4

Intersections, locations where two or more ley lines connect, provide similar bonuses. The rating of a ley line intersection is equal to the rating of the most powerful ley line in the intersection, plus ½ the rating of the next most powerful ley line (round down), plus one per additional ley line. Ley intersections use the table above to determine rating reduction by distance.

In addition to a caster level increase, proximity to a ley line can provide a spellcaster with additional spell points to draw on. A spellcaster receives the effective rating in bonus spell points every round. These spell points must be used during the round they are received (therefore, they do not build up from round to round). If the caster leaves the area, he loses access to the points. Obviously, this doesn't apply if you aren't using spell points.

SPECIAL TIMES

Ley lines and intersections can provide additional power during certain times.

Astrological Alignment: When the planets and the stars align in certain patterns, the ley lines and intersections on a world can flare up, providing extra energy. Depending on the pattern, an astrological alignment can increase the ratings of ley lines and intersections from +1 to +10 points. However, when an astrological alignment increases a rating to more than 5, spellcasters that draw power from the ley lines and intersections suffer damage with every cast spell. This damage equals the effective rating -5.

For example, the planets have aligned, providing a +4 increase to ley line ratings. Mick, a spellcaster, draws on the power of a rating 4 ley line to increase a *fireball* spell. The effective ley line rating is 8, so Mick suffers 3 points of damage when he casts the spell.

Equinox: On the equinox days, ley line energy increases significantly – add +5 to the ratings of the ley lines. However, when an equinox increases a rating to more than 5, spellcasters that draw power from the ley lines and intersections suffer damage with every cast spell. This damage equals the effective

rating -5.

Solar Eclipse: A solar eclipse increases the ratings of ley lines by +2. However, when an eclipse increases a rating to more than 5, spellcasters that draw power from the ley lines and intersections suffer damage with every cast spell. This damage equals the effective rating -5.

Solstice: On the solstice days, ley line energy increases significantly – add +5 to the ratings of the ley lines. However, when a solstice increases a rating to more than 5, spellcasters that draw power from the ley lines and intersections suffer damage with every cast spell. This damage equals the effective rating -5.

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